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ON THE RACKS

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Three more complete stories in a 72-page squarebound book.

THE NEW DNAgents no. 13
Tank's new life takes a dramatic turn as he discovers you can't take the DNAgent out of the boy!

DO TELL: By popular demand, the tell-all feature of this column has returned for a brief re-engagement! This is where we tell the truth about famous comic book professionals for all their breathless fans. Nothing naughty, but good, clean secrets, that's my motto. Hope nobody blushes...

TRINA ROBBINS: More low-down on Trina! She's a tap dancer!!! She has hopes of someday getting an all-cartoonist tap troupe together to play the San Diego Con!

SERGIO ARAGONES: Another tap dancer—and part of Trina's troupe! All they need is one more cartoonist who can tap (no kidding; they are both virtual pros at this art) and they will be ready to go into rehearsals. Come on—somebody out there must be the missing third cartoonist-tapper! Neal Adams? Bob Laughlin? Lee Marrs?

TOM SUTTON: Like many artists who live far from the madding crowd, Tom owns his own photocopier. His is a Canon. Unlike many artists, he also once owned a giant pet rat. Says Tom, "He was a big sucker. He liked Rachmaninoff; I liked rock'n'roll. You oughta have seen him with his little headphones on. He looked weird, man. Very weird."

MINDY NEWELL: Mindy says, "Everybody knows that my secret is *not* that I am a single mother and a former nurse. I'm not telling what my *real* secret is." Well, I'll keep it mum, Mindy. Not a word out of me about the time you and...nope, not a word! Sorry, folks, you'll have to wait for her autobiography.

ALAN MOORE: This popular author, once known among long-suffering editors for his ultra-messy manuscripts, has bought a new typewriter! Gee, his stuff is so crisp and clean now that i hardly deserve an hourly wage for correcting it!

CHUCK DIXON: Chuck's manuscripts are super-clean too—but for a different reason. This long-hand writer hires a professional typist to put his scripts in shape for editorial proof-reading. The typist is good...except he or she has trouble telling its from it's, and Chuck or the editor have to go in and correct 'em by hand on every page.

DEAN MULLANEY: A few months ago Dean decided to shave the upper margins of his rather wayward beard, in the interests of neatness. His partner, who has very sensitive skin, couldn't stand the scratchiness of rubbing her cheek against his. In regret, he let his beard grow out again. She's returning to the practice of cheek-rubbing and they are thinking of buying a house!

MARK EVANIER: Fans of Mark and his Amazing Discoveries in Tile will be pleased to know that yet MORE tiles have surfaced in his swank Spanish Revival home! This time some linoleum in the front hall was due for replacement and when it was lifted — voila! MORE TILES!!! Yes, Schliemann had his Troy, but M.E. has his Tiles. The world awaits with anxious frenzy further dispatches from the archeological digs!

catherine yronwode

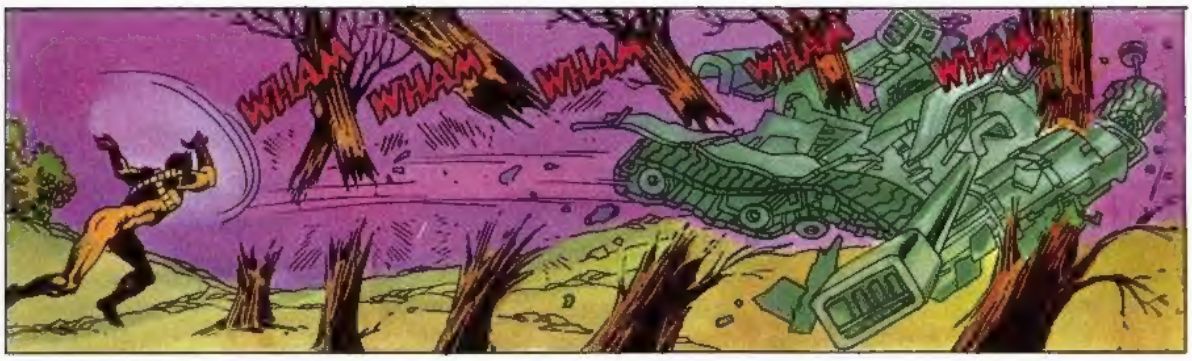
CHAMPIONS™ no. 2, September 1986. Published by Eclipse Comics, P.O. Box 199, Guerneville, CA 95446. Catherine Yronwode, Editor-in-Chief. Sean Deming, Associate Editor. Dean Mullaney, Publisher. Story and character background ©1986 by Dennis Mallonee, artwork ©1986 by Chris Marrinan and Del Barras. All other material, unless otherwise noted, © 1986 by Eclipse Enterprises, Inc. All rights reserved. CHAMPIONS™ and the HERO SYSTEM™ are trademarks of Hero Games, and are used with permission. Some of the characters appearing herein are based on characters created for the original CHAMPIONS™ campaign, and are used with the permission of their creators, who retain all rights of ownership. The stories, characters and events in this magazine are fictional. Film by SM Graphics. Printed in Canada.

"The Curse of the HELLFIRE CROWN"
CHAPTER 3 - CONFLICT!
THE TIME - JUST AFTER MIDNIGHT.
THE PLACE - CHAMPIONS HEADQUARTERS.
THE SITUATION - DEMON HAS ATTACKED!
LIKE FUN WE WILL!
RESISTANCE IS FUTILE!
SURRENDER THE HELLFIRE CROWN, OR YOU WILL DIE!
AND THIS MYSTIC ARTIFACT IS THE OBJECT OF DEMON'S ATTENTION.
DENNIS MALLONEE: STORY • CHRIS MARRINAN: PENCILS
DEL BARRAS: INKS • CARRIE SPIEGLE: LETTERS
PHIL DEWALT: COLORS • SEAN DEMING: EDITOR
CATO YAONWODE: EDITOR-IN-CHIEF

JUST WHO DO YOU THINK YOU ARE, THREATENING THE CHAMPIONS?
WHAT?
LEADER...
YOU'RE SOME SORT OF PRIEST, AREN'T YOU...
I AM A MORBANE, YOUNGLING.
THROUGH THIS STONE, I WIELD THE DARK ENERGY OF THE SOUL! YOU OPPOSE ME AT YOUR PERIL!
WELL, I AM FLARE!
AND I AM A SHINING BEACON IN THE NIGHT!
LEADER!
WHAT IS IT, AGENT?
NOT TO QUESTION YOUR TACTICS, SIR...
RRRRR.
BUT IS IT POSSIBLE YOU'VE ALLOWED YOURSELF TO BE DISTRACTED?
READY...
2

ICESTAR!
FLARE!
NO!
GIANT!
NOW!
THE MARKSMAN!
TOGETHER WITH ROSE, THEY ARE...
CHAMPIONS
AND THEY SAY NONE CAN STAND BEFORE THEM!

STAND YOUR GROUND, MEN!
ANTI-ENERGY CANNON NOW OPERATIONAL, SIR. BUT I DON'T HAVE TIME TO...
GIANT! ALL CLEAR!
UAK!
YEOW! CLEAR, SHE SAYS!
YOU ALL, RIGHT, BIG FELLOW?
KILL THEM! STOP THEM!
I MAY BE A BIG TARGET...
...BUT I CAN TAKE IT!
I DON'T THINK THIS THING CAN SAY THE SAME!
4



SURRENDER, ICESTAR! I HAVE NO QUARREL WITH YOU! SURRENDER AND SURVIVE!
GIVE US THE HELLFIRE CROWN!
GIVE IT TO YOU? I DON'T EVEN KNOW WHAT IT IS!

"WE HAVE THE MEANS TO TRACK STRONG MAGIC."

AND YOU, ROSE, ARE A WORSE TYRANT THAN MY GRANDDAUGHTER!
I DON'T NEED MEDICATION! I MUST KEEP MY WITS ABOUT ME!
THIS CROWN IS MORE THAN THE PERFECT MYSTIC DEFENSE! NO ENERGY HARMS IT!
THERE MUST BE A WAY TO USE THAT AGAINST DEMON. THERE MUST BE.
THERE IS.
EH?
IT WORKS BOTH WAYS, DOCTOR.
WHAT GOES IN CANNOT COME OUT.
IF NEED BE, I'LL...EH?
RRRRR
RRRRR
GET BACK, DOCTOR!
THEY MUST BE DESPERATE TO RESORT TO THIS.
MEANWHILE...
THIS IS TAKING FAR TOO LONG! IT MUST END, AND SOON!
WHAT?
LEADER! THE CROWN IS OURS!
6

THE TELEPATHIC LINK IS WEAK, BUT THE SIGNAL IS CLEAR: THE ANIMAL HAS FOUND THE CROWN, AND NO LONGER MEETS RESISTANCE!
EXCELLENT!

LET US PUT AN END TO THIS! LET US JOIN!
BUT THE RISK...

IT IS NOTHING COMPARED TO THE MASTER'S ANGER SHOULD WE FAIL!
HUH?
WOULD YOU RISK THAT?

FLARE! STOP THEM!
TOO LATE, FOOL!

YOU'LL PAY FOR THAT!

KLONTCH
MARKSMAN!

WILL I? I THINK NOT!

TURNCOAT! IT IS YOU WHO WILL PAY!

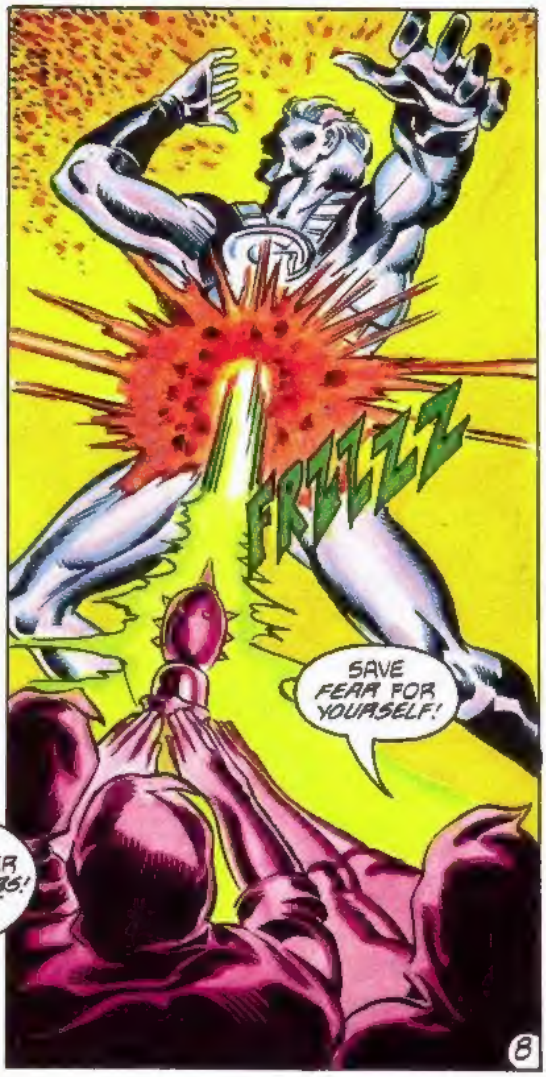
OOF!
FRZZAPPT

FLARE!

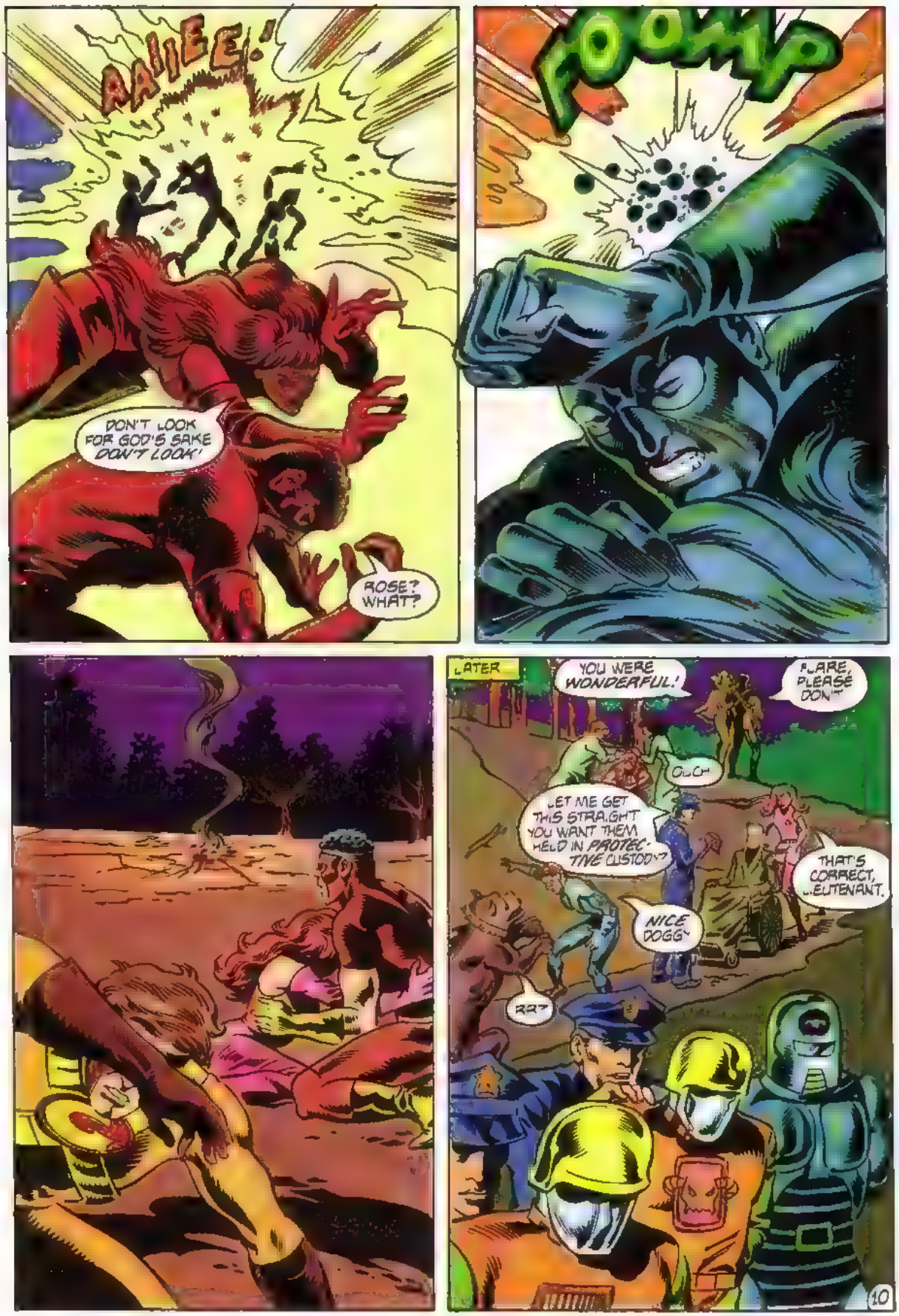
TAKE CARE OF THESE FELLOWS, ICESTAR.
RIGHT.
I'LL HANDLE THE MORBANES!

JUST HURRY BACK, HUH?
THIS ISN'T AS EASY AS IT LOOKS!

COME, GIANT. DO YOU FEAR US?
IF YOU'VE HURT HER...
IF WE'VE HURT HER, WE'LL ANSWER TO A POWER GREATER THAN YOURS! FEAR NOT ON THAT SCORE!


FRZZZZ
SAVE FEAR FOR YOURSELF!

FALL, DAMN YOU! OUR POWER INCREASES GEOMETRICALLY! WE THREE CARRY NINE TIMES THE STRENGTH OF ONE!
WHY DO YOU NOT FALL?
WHY, SHOULD... I...?
IT IS DONE
UH-OH
WHUMP
LEADER! THERE!
I SEE T
CRACK
WHAM
THESE WERE WORTHY OPPONENTS, BUT THEY WERE NO MATCH FOR OUR POWER COMBINED!
ALL THAT REMAINS IS TO SLAY THE MEN, AND CLAIM THE MASTER'S PRIZE!
YOU WANT THE HELLFIRE CROWN SO BADLY?
THEN TAKE IT!
NO!
AND MAY YOUR CURSED POWER BURN A PATHWAY ALL THE WAY TO HELL!
9


AAIEE!
DON'T LOOK FOR GOD'S SAKE DON'T LOOK!
ROSE? WHAT?
FOOMP
LATER
YOU WERE WONDERFUL!
FLARE, PLEASE DON'T
OUCH
LET ME GET THIS STRAIGHT YOU WANT THEM HELD IN PROTECTIVE CUSTODY?
THAT'S CORRECT, LIEUTENANT.
NICE DOGGY
RRR?
10

THE POINT IS, LIEUTENANT, THAT WE DON'T WANT THEM MAKING ANY PHONE CALLS.'
HOLD STILL, YOU.'
WE'LL LOSE THE BUST
WE'RE NOT PRESSING CHARGES'
INDEED NOT! THERE ARE FACTS REGARDING THIS CASE, LIEUTENANT, WHICH SHOULD NEVER BE MADE PUBLIC.
F YOU SAY SO.
ALL LOADED IN LIEUTENANT. IF YOU'LL SIGN THIS, MARKSMAN?
WE'LL HOLD 'EM TWENTY-FOUR HOURS, IF THAT'S WHAT YOU WANT, MARKSMAN. BUT I CAN'T PROMISE YOU ANY MORE
THAT SHOULD BE LONG ENOUGH.
HEY! CUT IT OUT!
YOU'RE TROUBLED DOCTOR
ROWF
NOT ALL THE DANGERS DEMON POSES CAN BE HANDLED AS EASILY AS YOU BEFRIENDED THAT CREATURE, ROSE.
THE CROWN VANISHED WITH THE MORBANES.' THAT SHOULD NOT HAVE HAPPENED.
WE MAY HAVE WON THIS BATTLE, BUT THE WAR HAS ONLY BEGUN.'
MASTER HELP ME PLEASE!
AH' THERE YOU ARE!
11

AS YOU CAN SEE, OUR MAGIC IS NOT INEFFECTIVE FOXBAT!
I NEVER SAID IT WAS CURLYTOP.
MASTER! YOU MUST HELP ME!
THE POWER! IT FEEDS ON ITSELF! IT GROWS!
I CANNOT RELEASE IT!
I CANNOT CONTAIN IT!
I CAN ONLY DIEEEEEEEEEEEEEE
WHAT IS THIS?
THUK
12

WHERE ARE THE THREE STONES?
MASTER? I DON'T UNDERS... UHK!
THE STONES! WHERE ARE THE GEM STONES?
SOMEBODY DIDN'T HAVE A NICE DAY.
WE EXPEND A MIGHTY STORE OF MYSTIC ENERGY TO BRING YOU HERE, AND YOU COME WITH ONLY HALF THE PRIZE?
MASTER, PLEASE! I...
SAVE ME FROM INCOMPETENCE!
SPLAT
THE STONES WEREN'T THERE WHEN I SAW IT, EITHER, FR.END.
INDEED?

AND WHY DID YOU NOT MENTION THIS BEFORE?
YOU DIDN'T ASK.
I DIDN'T... ASK?
OH NO.
I DON'T ASK! HA! I DIDN'T!
I BEGIN TO APPRECIATE YOU, FOXBAT. YOU HAVE A SENSE OF HUMOR!
YES, WELL...
IT IS A JOKE! THE CROWN IS USELESS TO ME WITHOUT THE GEM STONES, BUT I DO HAVE THE CROWN!
AND THEY CANNOT RISK THAT I WILL GAIN THE STONES!
GO! MOBILIZE OUR FORCES! THE GAME CONTINUES, AND THERE ARE PIECES STILL TO BE SACRIFICED!
YOU LIKE THIS SORT OF STUFF, DON'T YOU?
DO I? YES, I SUPPOSE I DO. THEY ARE TERRIFIED OF ME, YOU KNOW.

SO TELL ME, FOXBAT, WHAT WILL THEY DO NEXT?
THEY'LL TRY TO PROTECT THE STONES. IF THEY RUN TRUE TO FORM THEY'LL SPLIT INTO TEAMS! THREE STONES, THREE TEAMS!
THEY WILL LEAD ME TO THESE STONES THEN?
EXCELLENT! I WOULD FIND THEM MYSELF, OF COURSE, BUT THIS WAY WILL BE QUICKER!
I AM PLEASED! BUT I AM ALSO DISTURBED!
THIS MAN, AVERY, CONCERNS ME.
OH? HOW SO?
THAT NEED NOT CONCERN YOU, FOXBAT!
THIS IS AVERY'S GRANDDAUGHTER!
WELL, NOW! THINGS ARE LOOKING UP!
YOU WILL FIND HER, AND BRING HER TO ME!
IF ALL ELSE FAILS, I WILL USE THIS GIRL! THE STONES WILL YET BE MINE, AND THE HELLFIRE CROWN COMPLETE!
AND WHEN THAT HAPPENS, DEMON SHALL RULE THE WORLD!

CHAPTER 4 — *FLARE*, INSPIRED BY THE CHARACTER CREATED BY STACY LAURENCE AND *GIANT*, INSPIRED BY THE CHARACTER CREATED BY STEVE PETERSON

STARRING IN

THE DARK SIDE OF PASSION

I DON'T THINK IT WAS A GOOD *IDEA* TO SPLIT UP. EVEN IF IT *DOES* GIVE ME A CHANCE TO BE ALONE WITH YOU.

FLARE... *TEARI*, PLEASE I'M MARRIED, AND I LOVE MY *WIFE*.

ONLY BECAUSE YOU DIDN'T MEET ME *FIRST*!

I'M NOT GOING TO ARGUE WITH YOU. *THERE!* THERE'S WHERE WE HAVE TO GO.

THERE? BUT IT'S SO *TINY*.

WHAT DOES *SIZE* HAVE TO DO WITH ANYTHING?

IF YOU HAVE TO ASK, JAMES...

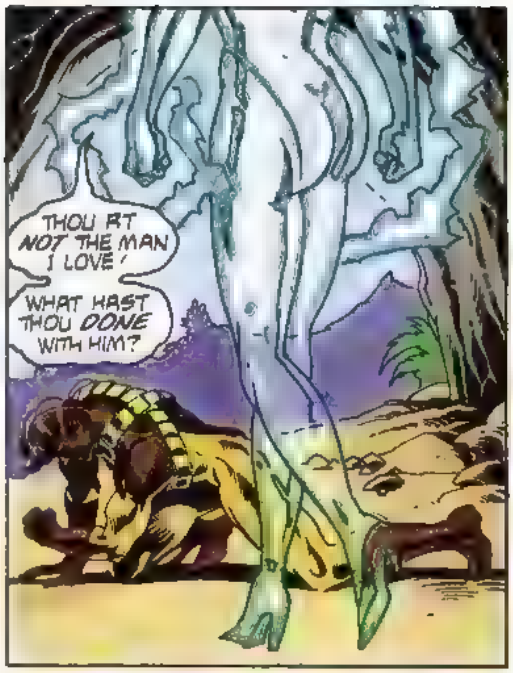
I DON'T THINK I WANT TO ANSWER.

HMMM.

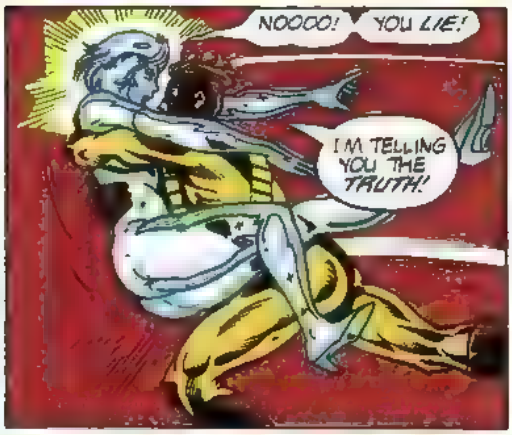
THAT WAY! THAT'S WHERE I HAVE TO GO.
I THINK
YOU THINK? YOU DON'T KNOW?
NO! I DON'T KNOW! JUST BE QUIET AND LET ME CONCENTRATE!
S-SORRY
STAY HERE! I DON'T WANT THE DISTRACTION! I'LL HANDLE THIS BETTER ON MY OWN.
BUT
BLAST YOU, JAMES JENSEN! BLAST! AND DOUBLE BLOODY BLAST!
IF I DIDN'T KNOW HOW MUCH YOU CARE FOR ME, I'D..
WAIT A MINUTE!
YOU'RE TRYING TO PROTECT ME, AREN'T YOU?
WELL, THEN MISTER I-CAN-HANDLE-IT JENSEN!
JUST GIVE ME HALF A MOMENT, AND WE'LL SEE WHO ENDS UP GUARDING WHOM!

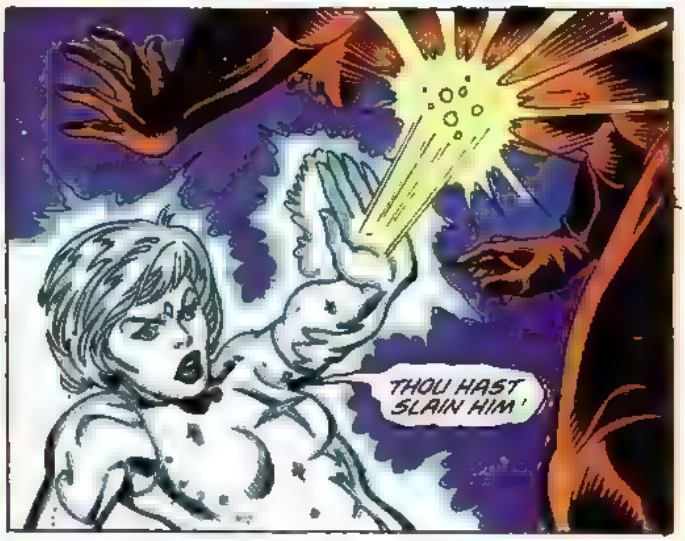
SORRY, FLARE.
IF EVEN HALF OF WHAT I THINK I REMEMBER IS TRUE, YOU'RE BETTER OFF NOT BEING HERE.
I'M NOT EVEN SURE I CAN HANDLE IT.
BUT I SUPPOSE I'M THE ONLY ONE WHO HAS A CHANCE.
ARRRR

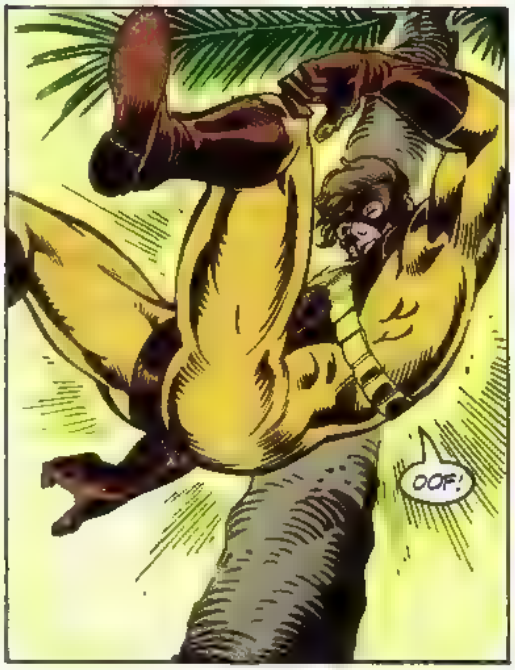
DARKNESS
FOR A MOMENT THAT'S ALL THERE
THEN...
FREE! AT LAST
AND WITH FREEDOM, WHAT DREAMS WILL COME?
MALICE HEAR ME!
THOU WOULDST SET ME FREE, BELOVED? BOTH MEANS AND DESIRES ARE THINE ALONE?
I HAVE DREAMED SO LONG OF THEE
MALICE! MELISSA!
NOT MELISSA! NEVER MELISSA, MY LOVE.
I AM WHO I AM.
YOU DON'T UNDERSTAND! YOU ARE NOT MALICE!
WHAT? OF COURSE I AM! LOOK ON ME AND DENY IT!
YOU'RE A SOUL-SHARD! A FRAGMENT! YOU'RE ONLY A PIECE OF HER SOUL.
WHAT? CAN IT BE?
KA-BLAM

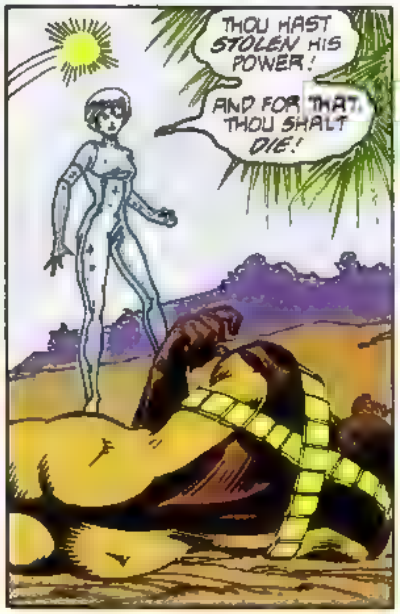

THOU RT NOT THE MAN I LOVE!
WHAT HAST THOU DONE WITH HIM?

HE'S DEAD, MELISSA.
HE DIED TWENTY YEARS AGO!


NOOOO! YOU LIE!
I'M TELLING YOU THE TRUTH!


THOU HAST SLAIN HIM!


OOF!

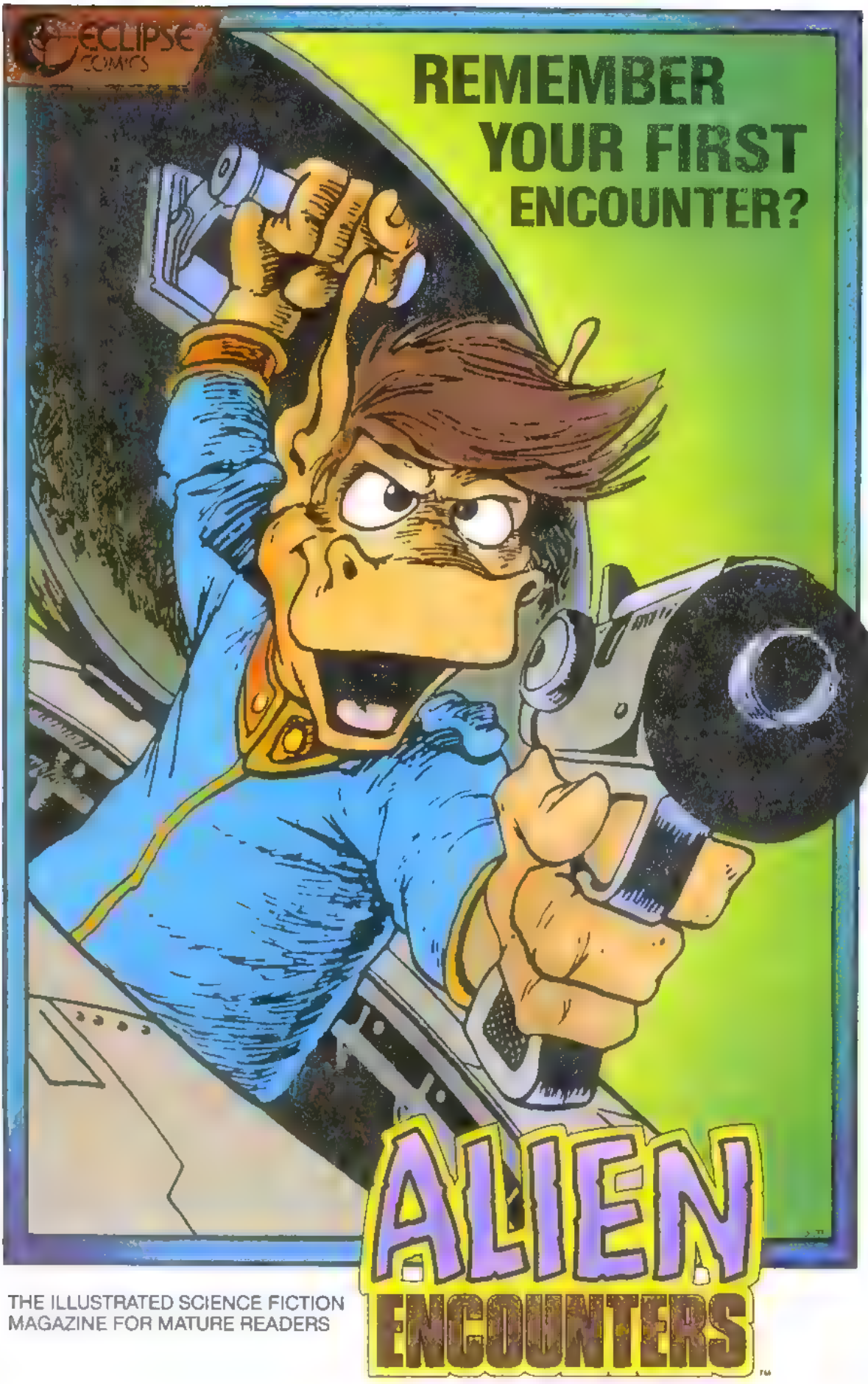

THOU HAST STOLEN HIS POWER!
AND FOR THAT, THOU SHALT DIE!

KEEP YOUR HANDS OFF MY MAN, WITCH!
WHAT?

NOT "WHAT"! WHO! THE NAME IS FLARE!
AND IF YOU'RE WHAT HE CAME FOR, I CAN SEE WHY THEY LOCKED YOU UP!
WHAT INDIGNITIES MUST I SUFFER?
WHY... THOU'RT BUT A CHILD!
A CHILD!
I'LL SHOW YOU, YOU...YOU... THING!
PUT ME DOWN.
FLARE, DON'T!
DAMN! DAMN YOU, FLARE!
THERE'S NO WAY I CAN HELP YOU NOW, GIRL.
THIS TIME YOU'RE ON YOUR OWN
21

MAYBE I'LL JUST DROP YOU!
DO THAT!
WHY? DO YOU BOUNCE? YOU HAVE ENOUGH PADDING...
YOU THINK THIS IS A GAME, DON'T YOU?
ISN'T IT?
CHILD, I AM A FORCE AS OLD AS TIME ITSELF!
I DO NOT PLAY GAMES!
YOU ARE MORTAL!
AND YOUR LIFE, I SENSE, IS MORE EPHEMERAL THAN MOST!
I BELIEVE I SHALL SAVE YOU THE PAIN OF GROWING OLD!
I SHALL MAKE YOURS A QUICK AND EASY DEATH!
LIKE HELL!
Nooooo!
22

FLARE!
FLARE! SAY SOMETHING, FOR GOD'S SAKE!
...IM? GIANT? SO TIRED.. WEAK
I DIDN'T MEAN TO GET HURT.
DID I RUIN MY COSTUME AGAIN?
IT'S ALL RIGHT, TERRI. YOU'LL BE ALL RIGHT
MY ARM IS BROKEN.
BUT I GRABBED THIS AS I FELL
IT'S WHAT WE WERE AFTER, ISN'T IT?
YES, YES IT IS.
THAT'S NICE.
I'M GLAD I DID GOOD.
...IT ISSUE. IN THE WILDS OF CANADA AN... N THE FRE...


ECLIPSE COMICS
REMEMBER YOUR FIRST ENCOUNTER?
ALIEN ENCOUNTERS
THE ILLUSTRATED SCIENCE FICTION MAGAZINE FOR MATURE READERS

Page After Page in Las Vegas, Nevada, presents:

CHAMPIONS COMBAT ROOM #2

"Combat Room #2" ©1986 Tony Casab, Jon McClain, and Pat Rogers

Designed by:
JON McCLAIN and
PAT ROGERS
Expanded from a design by:
TONY CASAB

PAGE AFTER PAGE
1235 E. Charleston
Las Vegas NV 89104
Owner: LYN PEDERSON

Greetings! Eclipse Comics proudly brings you the second of six combat rooms designed by you, the readers of the *CHAMPIONS* comic book, to test the skills and abilities of your CHAMPIONS characters against those of a regional champion. The response to the first room has been tremendous! And you can still participate!

Only the first three combat rooms have been selected. You still have the opportunity to submit your own combat room—but don't delay! Guidelines for the Champions Combat Room Competition are in *Champions* #1, or write to Eclipse Comics, P.O. Box 199, Guerneville CA 95446

Now clear your mind and steel your body, for you are about to face one who has defeated all challengers in . . . the CHAMPIONS CHALLENGE!

CHAMPIONS CHALLENGE RULES

All CHAMPIONS rules apply. Complete CHAMPIONS rules can be found in *Champions*, *Champions II*, and *Champions III*, and other official supplements. If you don't have the rule books, you should be able to find them at your local gaming store or comic book shop.

The combat room consists of a space 32 hexes by 25 hexes. The floor slopes downward 30 degrees, so that in the very center of the room the ceiling stretches to 20 hexes high, while at the outermost edges the ceiling is 13 hexes high. In the very center of the floor is an exit hole.

1) Every phase, each character must make a Dexterity +2 and a Strength +2 roll. If a character misses either roll, he slips and slides downward at a rate of 3 hexes per segment. Thereafter the character must make either a Strength roll or a Dexterity roll -2 in order to regain his footing. If a character misses all rolls and slides into the hole, the game ends for that character. (If the gamemaster wants to send the character off on an adventure, he can use the hole to teleport the character somewhere.) If a character is using powers such as clinging, flight, etc., then no roll is necessary to prevent slippage.

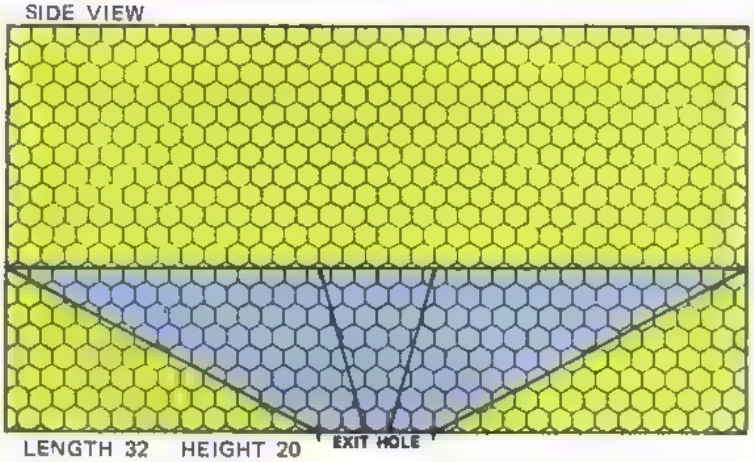
2) The combat room begins at OCV 4, and increases by one level each turn. Ratings adjustments for probes are adjusted from the room's current OCV.

3) In the room there are three flying discs, which move continuously. Their altitude varies, but they will tend to adjust themselves to the height of the characters present. Each disc covers a 1-hex area, and bounces off walls when it strikes. Each segment, roll 1D6 to determine the initial direction of flight.

Discs 1 & 2: 6" Flight, 0 END. Discs attack as a Move-Through, doing a total of 7D6 damage.

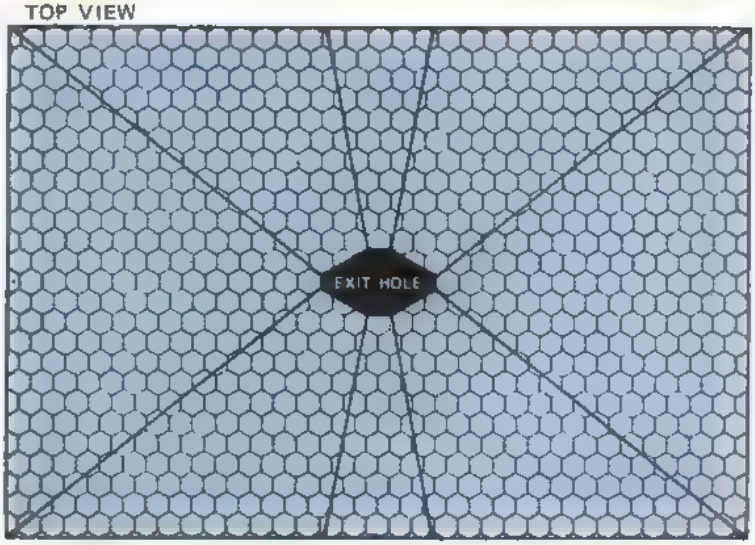
Disc 3: 6" Flight, 0 END. Desolidification and Invisible power effects. This disc does an additional 1D6 NND attack (defense is not being Desolidified). The normal 7D6 Move-Through will affect both solid and desolidified characters.

SIDE VIEW



LENGTH 32 HEIGHT 20

TOP VIEW



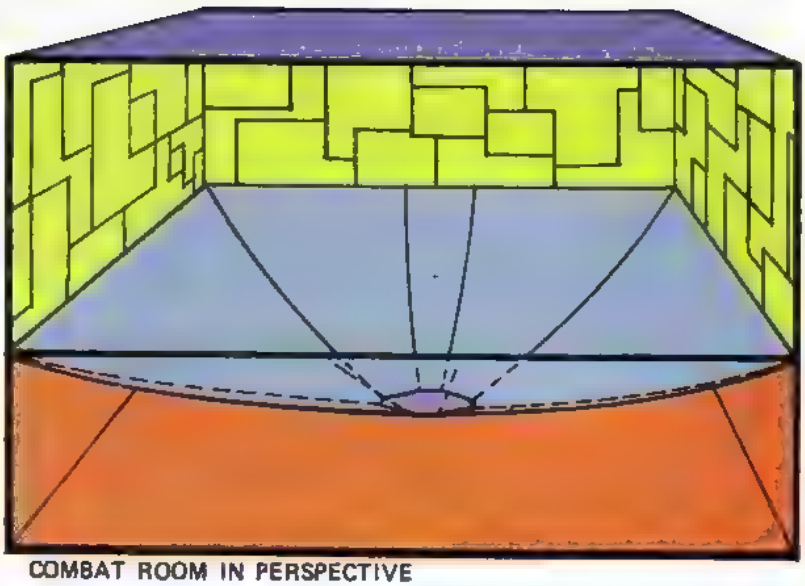
LENGTH 32 WIDTH 25

RANDOM ATTACKS

When a character moves, roll 1D6. On a 1-4, nothing happens. On a 5-6, roll 3D6 on the Random Attack Table. All attacks come from small probes out of panels in the floor, except robots and nos. 5, 6, 12, and 14. These come from the walls. GM's choice on position of attack, or roll randomly.

RANDOM ATTACK TABLE

3) Robot (see below)
4) Robot (see below)
5) 8D6 Physical Attack (heat-seeking rockets), attacks at +2 levels of room's current OCV
6) 3D6 Ranged Killing Attack (rockets)
7) 7D6 Energy Blast (laser), affects desolidified
8) 4D6 Entangle (energy globe), +3D6 damage per segment until freed
9) 4D6 Flash (energy), no defense
10) 3D6 Constitution Drain (laser)
11) 3D6 Sonic Blast, no normal defense
12) 1D6 Entangle (tentacles), +1D6 damage per segment until freed
13) 4D6 Ego Attack, invisible effect
14) 2D6 Killing Attack (metal spikes), ranged, area effect
15) 9D6 Energy Blast (radiation), stun only
16) 9D6 Energy Blast (light attack)
17) 8D6 Energy Blast, armor-piercing (laser)
18) 8D6 Energy Blast (magic attack)



COMBAT ROOM IN PERSPECTIVE

PROBES

STR	5	Flight 10"
DEX	20	2 overall levels
CON	15	3 levels of Shrinking, always on
BODY	5	
INT	15	AFTER reaching negative body, probes
EGO	15	explode, doing 10D6 damage
PRE	15	
PD	10	
ED	10	
SPD	7	
REC	2	
END	120	
STUN	20	

ROBOT

STR	40	Entangle 1D6 (continuous attack)
DEX	18	½ Damage Resistance
CON	25	Growth, 1 level, (but it weighs ¾ ton)
BODY	12	-3" Knockback
INT	10	Power Defense 15 pts
EGO	25	Ego Defense 10 pts
PRE	15	Presence Defense 10 pts
PD	20	Flash Defense 10 pts
ED	20	Clinging w/15 STR
SPD	5	
REC	10	Robot takes x2 BODY and x2 STUN vs elec-
END	80	trical attacks
STUN	50	

AND THE WINNER OF THIS ISSUE'S COMBAT ROOM COMPETITION IS:

WELL *created by and ©1986 by Thomas Kurilla*

15	STR	5	92		138-pt Mult power, OIF (belt)		15	Secret Identity
26	DEX	48	9	u	(138) 7 levels Density, 0 END		20	Code vs killing
13	CON	6	8	u	(90) 40 pts Desolidification,	3	20	Overconfident
10	BODY	0			affects others, ¼ END		10	x1½ Stun vs sonics
13	INT	3	3	u	(44) Invisibility vs IR, Radar,	2	10	x1½ Body vs sonics
13	EGO	6			¼ END		20	x2 Stun vs mental illusion
9	PRE	-1	6		+3" Running		30	Hunted by VIPER ≤8
14	COM	2	7		5" Flight, OIF		25	Hunted by CIA ≤11
3	PD	0	1		Rudimentary Ego Defense			
3	ED	0						
6	SPD	24						
12	REC	12						
36	END	6						
40	STUN	15						

Thinking he was allowing government scientists to run tests on him, Wilt Dawson gained incredible power. Only afterwards did he discover it was VIPER who gave him his abilities. Now Dawson fights against VIPER at every opportunity. When you activate his Density, don't forget to factor in his extra characteristics.

For your CHAMPIONS campaign . . .

ICESTAR

based on the character created by Glenn Thain

Real Name: John Grayson
Place of birth: San Francisco CA
Marital status: Single
Known relatives: Icestar has an occasionally obnoxious younger sister, who has also demonstrated limited abilities to manipulate ice and cold
Height: 5'8"
Weight: 160 lbs.
Age: 23
Eyes: Blue
Hair: Brown

20	STR	10	50		Multi-Power—50-pt pool		15	x1½ STUN vs Fire
23	DEX	39	5	u	10D6 Physical Ice Blast	10	20	Values others safety above his own
20	CON	20	5	u	3D6 + 1 Physical RKA	10		
15	BODY	10	5	u	5D6 Entanglement	10	15	Can't get enough excitement and adventure
20	INT	10	5	u	2½D6 Area Entanglement	10		
10	EGO	0	16		Elemental Control—Ice & Cold		8	Easily duped by any beautiful woman
15	PRE	5	13	1	20" Sliding ("Flight" requiring ground support)	4	5	Brash and arrogant
14	COM	2					3	Dislikes heat/fire
15	PD	11	12	2	Armor (10 10) hardened, costs End to form, takes BODY as if it were Entanglement	6	30	Hunted ≤ 11 by Madame Synn and her lackeys
10	ED	6						
5	SPD	17					25	Hunted ≤ 8 by Foxbat
10	REC	4	16	3	Ice Wall (8 8) takes x2 BODY vs Fire or Heat	8	15	Secret Identity
60	END	10					10	Normal DNPC ≤ 8 (his partner at work)
35	STUN	0	16		+2 w/Ice-related powers			
			3		Cryogenics ≤ 12		15	Incompetent DNPC's ≤ 8 (members of his fan club)
			3		Sculpting Skill ≤ 12		32	Experience Spent

Physical attributes: Icestar is stronger than a normal human being, somewhat tougher, and somewhat faster, but his physical attributes aren't that far beyond what a normal human could achieve in peak physical condition.

Powers: Icestar is capable of reducing his body temperature, and of absorbing kinetic energy from his environment. He has rudimentary psionic abilities, and has learned to manipulate water molecules to the point that he can condense water out of the air and freeze it into ice.

Weaknesses: A blast of flame, while it won't really *hurt* Icestar any more than any other sort of attack, will tend to *shock* him. In *game*, fire will do more damage than other forms of attack.

Origin: Icestar was born with his abilities, and through practice developed them to the point that he felt able to don a costume and become a super-hero in the tradition of the comic books. He told himself when he started out that he was after the fame, the girls, and the glory, but in fact his arrogance and brashness serve only to disguise a fighting heart devoted to the deeper cause of justice.

Background: As this series begins, Icestar has been active as a *super-hero* longer than any of the other Champions, and has the extra Experience to show it (the Marksman is much older, but didn't don his red-and-gold costume until very recently). He is popular with the police and the public, and even has an official fan club that engages in various forms of community service. In his secret identity, Icestar supports himself as a telephone repairman; his partner on the job, who occasionally has to cover for him when an emergency arises, is the only person who knows Icestar's real name. John Grayson's sister *suspects* that her big brother is Icestar, but he hasn't admitted it to her yet.

Game Mechanics: When Icestar moves, he scoots along the ground, pushing himself by forming ice at his heels. It takes *time* for Icestar to make a *lot* of ice, he can't simply fashion some sort of massive ice construct with a wave of his hands. Icestar could cover himself entirely with ice, but as a general rule he prefers to whip up ice *shields* of various sizes (after all, were he to cover himself, his public wouldn't be able to see him as easily). Icestar is capable of forming sharp objects of ice, but he will not use his killing attacks against animate objects except under extreme duress. Finally, for those of you who are trying to make the numbers add up, note that there is at least a ¼ Disadvantage applied to each of the slots in Icestar's Elemental Control, that brings the base cost down from 20 pts to 16.

Gaming Notes: If you use Icestar in your campaign, *remember* that his brash exterior hides a heart of gold. Icestar likes girls, and always lets them know it, but he *does* have a regular girlfriend (her name is Cynthia), and isn't likely under normal circumstances to do anything more than flirt with members of the opposite sex.

ICESTAR [a.k.a. John Grayson] — **Phases: 3, 5, 8, 10, 12**

OCV	8	PD	15	PER Roll	13	Running	6"
DCV	8	rPD	0	DEX Roll	14	Sliding	20"
ECV	3	ED	10	INT Roll	13	Swimming	2"
		rED	0	[illegible]	11		

+2 w/Ice-related power

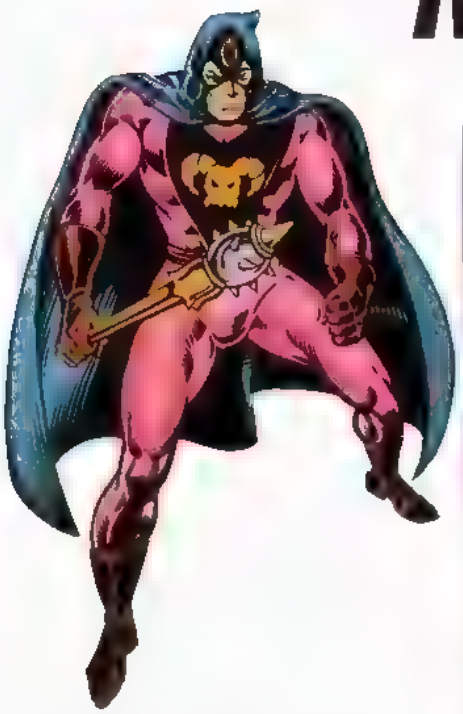
Note that Icestar can defend himself with Ice Armor or an Ice Wall if he needs additional protection

END 60	STUN 35	BODY 15

For your CHAMPIONS campaign . . .

The MORBANES

based on the characters created by Andrew Robinson



18	STR	8	34	Multi-Power—270-pt pool, OIF,		10	Public Identity
14	DEX	12	2	points in pool above 30 usable		20	Fanatical belief in the
18	CON	16	2	only in concert with other			supremacy of DEMON
13	BODY	6	2	Morbanes; feedback ≥15 (see		20	Fearless, never retreats
13	INT	3	2	gaming notes below)		5	Cruel, evil, merciless
17	EGO	14	3 u	Ego Attack	6	5	Jealous of other priests
15	PRE	5	3 u	Mind Scan	6	25	Hunted ≤8 by PRIMUS
14	COM	2	3 u	Mental Illusion	6	30	Hunted ≤11 by the
6	PD	1	3 u	Telepathy	6		Champions
6	ED	2	22	Demonmace—1D6 HKA, +1 Stun		15	x1½ Stun vs magic
4	SPD	16		Multiplier, plus 1D6 CON Destruc-		15	x1½ Body vs magic
8	REC	0		tion ≤ [6 charges], OAF			
32	END	-1	18	Martial Arts			
31	STUN	0	15	Body Suit—+16 PD & ED, ≤14			
			9	Danger Sense ≤13, OIF			
			5	Tactics ≤12			
			10	+2 levels w/Martial Arts			
			6	+2 levels w/Demonmace			

Background: Morbanes possess the darker secrets of DEMON, and serve, in many respects, as the "priests" in DEMON's quasi-religious organizational structure. Each candidate for the rank of Morbane is hand-picked by the leaders of DEMON, and forced to undergo a rigorous training program in which the chance of survival is said to be very low. The survivors—the lesser Morbanes—are then obliged to serve as slaves to the greater Morbanes until a vacancy occurs in their ranks. At that time, the chosen one receives a mystic "soul eye" which enables him to summon the dark energies at DEMON's command.

Powers: Through the "soul eye" at his forehead, a Morbane is able to summon mystic energies which allow him to attack the *minds* of his enemies. Alone, a Morbane can summon only 30 active points of power (a 3D6 Ego Attack, a 6D6 Mental Illusion), but when acting in concert with other Morbanes it is possible for a priest to wield *devastating* force. Two Morbanes together can summon 60 active points, three can summon 90 active points, four can summon 120 active points. It is fortunate, indeed, that only nine "soul eyes" are known to exist. The "soul eyes" also provide Morbanes with the ability to sense imminent danger.

Weaponry: Morbanes also wield the Demonmace, a potent weapon which can not only physically damage an opponent, but render him constitutionally *weak* for extended periods of time.

Skills: Each Morbane is trained to some extent in hand-to-hand combat, and is obliged to learn the art of military tactics. Individual Morbanes may, at your discretion, have other special skills.

Weaknesses: The great weakness of the Morbanes lies in the fact that the more of them who seek to combine their power, the greater the chance of psychic feedback. An individual Morbane will suffer feedback on a 3D6 roll of ≥15 when he seeks to use his mental power. When Morbanes *combine* their powers, the Morbane who serves as the focus for the group's mystic energy will suffer feedback if *any* of the participants rolls a 15 or greater (the *other* Morbanes, however, will *not* be harmed). When feedback is suffered, roll damage against the Morbane instead of his target. Because they know from experience that a large number of Morbanes means a greater chance of suffering pain, most Morbanes will hesitate to volunteer to serve as a focus for a combined attack unless no other alternative presents itself.

Game Mechanics: When Morbanes combine an attack, each of them expends 6 Endurance points, and a *single* attack of the appropriate number of dice is made. Morbanes who are highly skilled in psychic combat may be able to spread an attack against more than one opponent (skill levels in psychic combat would be required), and devastate an entire area.

Gaming Notes: The Morbane provided here would be a *new* recruit to the ranks of the Demonpriests. If you want a more *powerful* villain, an older, more experienced Morbane might be built on 100 points plus Disadvantages, and could even have a substantial Villain Bonus in order to pay for his additional abilities.

Note that Morbanes tend to be jealous of each other. It is *not* likely, therefore, that your players will ever run into more than two or three of them in any one scenario. Were *all nine* of them to be found together in one scenario, that would be a very dangerous circumstance—possibly a world-threatening scenario in which DEMON is about to make its ultimate play for power!

The "soul eyes" are mystic gems that can *only* be used by Morbanes (or, conceivably, by someone else who has undergone a Morbane's special training). For obscure mystic reasons, only nine of them can exist on Earth at any given time; when a Morbane dies, his gem disintegrates and a new one must be created for his successor. The "soul eye" is affixed permanently to a Morbane's forehead, and can only be pried loose with great difficulty. If it is pried loose, the gem will disintegrate in a matter of days, and a new one would have to be created to replace it.

Morbanes are *chosen* for their vicious, cruel, and unforgiving natures, and the training they undergo is *designed* to weed out those who are weak of will. So if you use them in your campaign, always treat them as *villains*, pure and simple. It is a rare thing for a Morbane to have *any* socially redeeming qualities.

The MORBANES — **Phases: 3, 6, 9, 12**

OCV	5	PD	21	PER Roll	12	Running	6"
DCV	5	rPD	0	DEX Roll	12		
ECV	6	ED	21	INT Roll	12		
		rED	0	EGO Roll	12		

Note that a Morbane's body suit is non-resistant defense and activates only on a ≤14 die roll

END: 32	STUN: 31	BODY 13

CHAMPIONS COMMENTS

c/o Eclipse Comics PO Box 199 Guerneville CA 95446

Response to the first issue of *Champions* seems to have been one of qualified approval. *All* of you who wrote loved the *idea* of the comic book, but there were a few of you who had reservations about Carol Lay's artwork, and there were even a couple of people who had the temerity to say unflattering things about the *writing!*

That's to be expected, of course. There were a *lot* of bugs to iron out in the first issue, and I confess that there were some things in that issue that didn't satisfy *me.* For personal reasons, more than because of any dissatisfaction with her artwork, Carol won't be continuing on the interiors (though she will be contributing covers at least through issue #4), but we think we've found more than adequate replacements for her in Chris Marrinan and Del Barras. *I,* however, am here to stay, and I urge all of you who've been enjoying these first few issues to stay here *with* me. Thus far, you've seen only the barest of beginnings. The best is yet to come.

* * * *

Dear CHAMPIONeers,

Well, it's about time. Of all the role-playing games on the market, CHAMPIONS is the one most deserving of its own comic book. And not only has the patience of all of us longtime CHAMPIONS fans been rewarded, but it has been rewarded *well.* Dennis Mallonee (whom I assume is the same one at Hero Games) has gotten the story off to a good start. The characters' personalities are likewise handled well, although being the result of years of roleplaying by their creators, one can expect no less

The artwork was nice, too, but Carol Lay definitely needs a different inker. Scenes like those on page six and especially page eight seem to be a bit lacking. They should be shaded more solidly in the background. The Marksman's spotlight suffered in particular here.

On the characters, I'm glad DEMON was used as the villains in this story. VIPER has suffered quite a bit as a result of overuse in the CHAMPIONS rulebooks. Foxbat, likewise, is old news, especially after that little fracas in *Champions III.* Icestar is a pain in the &*$%! How Glenn Thain could play him for eight years is beyond me. Giant, on the other hand, is far and away the best character in the series (translation: we'd better get some more background on him before the series ends)

I'm all in favor of this series continuing on as a regular comic if the standards hold up. Of course, there's no reason that they shouldn't. As with any comic book, the first issue is too early to make any real, hardset judgements on it, but this is a good start. I'm behind you all the way, guys

Mike Rawdon
Newton MA

Yes, Mike, I am the same Dennis Mallonee *(there could be two of us?) who's done some work for Hero Games. The adventure supplements,* ***The Great Super-Villain Contest*** *and* ***The Coriolis Effect,*** *were mine, and I've had input on several other Hero Games projects.*

I disagree about Foxbat being "old news." Until the first issue of the CHAMPIONS comic, Foxy hadn't even been seen by the comic book buying public at large. Even if you've used him a lot in your own Champions campaign, that's no reason to want to deprive others of the opportunity to experience his unique approach to life.

Mike also sent us a very nice rendering of Giant. If there's room for it, it should be reproduced below. After that, it's on to the next letter.

* * * *

Dear Champions:

I just finished reading the first issue of the CHAMPIONS mini-series, and it was great! The art by Carol Lay was stupendous, and the story was even better. My compliments to Dennis Mallonee, Tom Luth for coloring, Cat Yronwode for editing, and everyone else associated with the comic, especially Steve Peterson, George Mac Donald, and the whole Hero Games crew. I am a novice comic collector, and I haven't seen many Eclipse Comics, but I plan to start collecting CHAMPIONS and the ELEMENTALS.

I have a few questions dealing with both the comic and the game. Here they are

1. Why was Goliath's name changed to "Giant" for the comic? Goliath sounds more exciting to me.

2 Will there be any VIPER or UNTIL intervention in the comics, or is the entire mini-series devoted just to DEMON?

3. Are you going to go into the histories of the Champions? If not, will you do it in a later mini-series?

4. If I wanted to see what Hero Games thought of some of my heroes, where would I send them? Also, I would like to have some of my better villains put into *Enemies 4* or some similar publication. Where would I send them?

5 Who is Doctor Arcane? What does he do? For that matter, will you please define what all of the Champions can do?

Thank you, and I hope your mini-series does well You've got my vote for a permanent monthly series.

Steve Segedy
Berea KY

Thanks, Steve. For what it's worth, my vote's been cast for a regular monthly series, too. We'll have to wait and see what comes of it. To answer your questions, in reverse order:

Doctor Arcane is a hero who was active in the 1930s and 1940s. He was a contemporary of the orginal Giant. He's not a member of the Champions, and for the most part he no longer engages in super-heroics—he's in semi-retirement—but he does help out occasionally when there's an occult emergency. As for defining what he can do: we'll be giving you the character stats for Doctor Arcane, as well as character stats for the Champions, during the course of these six issues.

If you want to find out what Hero Games thinks of your heroes or villains, why not send them directly to Hero Games? There are currently no plans for a fourth ***Enemies*** *book, but that may change at any time*

Yes. Eventually.

The story in this mini-series deals with DEMON. It may be that some of the other villains and organizations created by Hero Games for the CHAMPIONS role-playing game will show up if the series continues.

Goliath probably sounds more exciting than "Giant" to Marvel Comics, too. The principal reason Goliath's name was changed in the comic was to avoid confusion with the several Marvel characters who've gone by the same name in the past.

The Elementals, *by the way, is not an Eclipse title. If you're looking for other Eclipse titles in the heroic vein, I might direct you to* ***DNAgents, Crossfire, New Wave,*** *and* ***Airboy.***

* * * *

Dear Champions people

I am impressed! Great comic book. I love your game, and my friends and I think it's the best hero game there is.

Now that I have the compliments out of the way, I have a few questions

1. Is that Mechanon holding the coat and cigars in the beginning of Chapter 2?

2 Where is Donnah Hannah? Will she be an elemental in the comic book?

3 Does Raze have a story?

Thank you for your time, and keep up the good work. I hope your comic goes monthly.

Tariq Shawer
Indiana PA

More questions, more answers:

There were several people who noticed the robot standing in the background of Chapter 2. Yes, that was one of the bodies Mechanon's used, but no, it wasn't really Mechanon. Mechanon is something ***more*** *than the particular robotic form he happens to be wearing. Wherever Mechanon's* ***intelligence*** *may be, though, you* ***can*** *be sure he'll be back one of these days, new and improved, and more dangerous than ever*

As you've learned by now, Donnah was vacationing at Lake Tahoe during the events of the first issue. Donnah does have very limited magical powers—powers she inherited from her grandfather—but she's not an elemental by the usual definition of the term

Raze? I ***hope*** *not. A CHAMPIONS character designed specifically to win in a particular style of combat will generally* ***not*** *be a character who* ***requires*** *a story. I don't recommend playing that sort of character in a CHAMPIONS campaign, and you're not going to find that sort of character in the comic book unless I do it one of these days as a joke.*

* * * *

Dear Champs:

I felt the art in CHAMPIONS was excellent, and the plot was perfect. Foxbat is by far one of the best villains, and I love his humor. Now is Flare sexy, or what? I wish you would bring in Gargoyle, and have Giant stay on full time.

I also like the way you list the characters in the back, for game use (and of course I'll use them). If this comic doesn't go prime-time, I'll put on my Mamba suit (Mamba's my character in our CHAMPIONS campaign) and get up the rest of the Exiles and wipe out everyone who didn't buy at least ten copies Then we'll boogie over to Marvel Comics and . . . oh. Well . . . it's time for out next campaign here. Keep up the good work

Jason Shelnutt
Savannah GA

Hmm.

Speaking of Foxbat, we promised the little twerp some space in this issue's letter column. So take it away, Foxy!

Foxbat and Fandom!

"Champions Comments," feh! "Foxbat and Fandom!," now *that's* the ticket!

I did get one letter from my uncle Elvis in Dawson Springs, Kentucky He writes

Hey, Foxbat—
Re CHAMPIONS #1
You're right!
You *were* winning before Rose hit you from behind
P.S How 'bout them Houston Astros?

Astros, feh! Lousy uniforms Make 'em look fat

And of course I was winning! I'm always winning! But I'm only one man! There are too many of them Next time I'll bring Leroy, the Amazing Exo Skeleton Man, and we'll see what a difference two can be! Heh heh

Want to talk directly to Foxbat? Send your letters to: FOXBAT AND FANDOM, c/o Eclipse Comics, PO Box 199, Guerneville CA 95446

We have room for one more letter before we run out of space in this issue

Dear Editors,

Your Champions comic is great! This is the first comic I've read about a role-playing game, and it was surprisingly good! I had my doubts at first, but they were quickly subdued. I'm glad it started right off with the action, and didn't dwell on explaining about the Champions, or any origins, like many comics do with their first issue I like the idea of Foxbat: comical and witty I think that the mask he wears looks a lot like Wolverine's, and I just love his cute little pop-gun. The art is also fantastic! Keep the great issues comin'!

Mark Kulvinskas
Scottsdale AZ

*Okay, that does it for letters of comment on the first issue of CHAMPIONS. Next time we'll *urk* . . . Comical? Cute!? Lissen up, ya little creep, I'm FOXBAT, and I'm the most dangerous menace the Champions have ever encountered! NO ONE looks LIKE me! I'm unique! My inventive genius and my skill with weaponry make me . . . what? What's that? Oh. Sorry Dennis seems to be having trouble breathing with my foot on his face. Anyways . . .*

* * * *

NEXT ISSUE: Doctor Arcane makes a journey into the depths of Malice's soul in an effort to purge her spirit of the dark forces of evil that possessed her so many years ago. Be here in thirty days, and see the Champions get their heads handed to them. In the real world, the good guys don't always win.

—Dennis Mallonee

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